SHADOW HEARTS™

INSTRUCTION MANUAL

MATURE
M
CONTENT RATED BY ESRB

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not licensed for this game may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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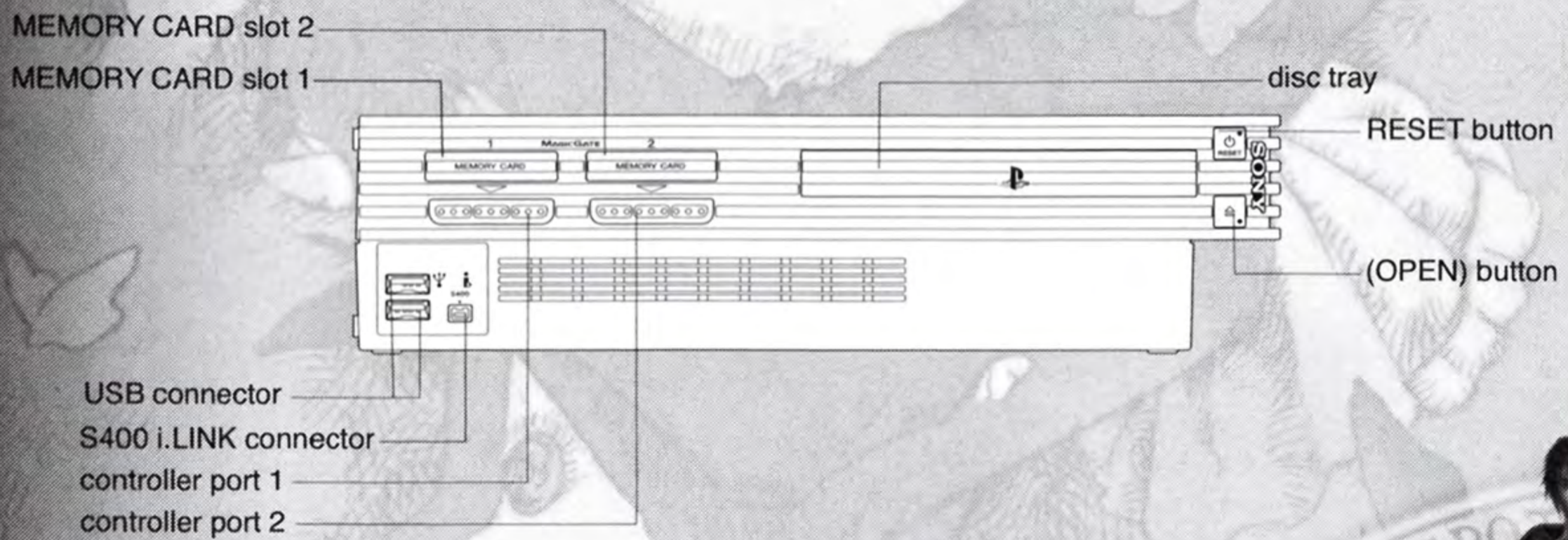
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (Shadow Hearts™) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Take a moment to familiarize yourself with the button layout of your DUALSHOCK®2 analog controller. These buttons will be referred to throughout this Instruction Manual. Please see the following pages for the default game controls as well as how to navigate through the game's menus.

GAME CONTROLS

DEFAULT GAME CONTROLS

*Left analog stick - Move character/navigate menus
Directional buttons - Move character/navigate menus
◎ button - Run (when using the Directional buttons to move)
⊗ button - Confirm
△ button - Cancel
□ button - Display the Command Menu screen
R1 or L1 button - Display the "Escape" command during battle
*The Left analog stick gives you greater control of your character's movement. If you press lightly in a direction, your character will walk. If you press the Left analog stick all the way in a direction, your character will run.
START button - Start the game/skip cinematics

MENU NAVIGATION

Shadow Hearts™ contains a number of menus. To navigate through a menu, highlight your selection using the directional buttons or Left analog stick. Confirm your choice by pressing the ⊗ button. To go back to the previous screen, press the △ button.

THE STORY BEGINS

Rouen, France - 1913

A traveling English priest is brutally murdered on a rainy night. His only daughter, believed to have been traveling with him, and his possessions have vanished. She has been classified as "missing."

One month later...

A steam train blazes under the clear, starry sky. The train from Changchun is headed for Dairen. Inside the Japanese army's luxury car, located in the back of the train, sits the murdered priest's daughter. She has beautiful blonde hair and eyes full of sorrow. Bored, she stares outside at the scenery.

An English gentleman approaches the girl. The next moment, a scream rips through the train. One of the Japanese bodyguards is torn like a piece of paper and falls to the ground. The English gentleman, smiling, locks his gaze onto the girl.

"Wh-who are you?!," the girl whimpers.
"I am Roger Bacon and I have come to take you away."

A great tragedy is about to begin...

PLAYING THE GAME

At the game's Title screen, press the START button. Next, select from beginning a New Game or Continuing a game (if you have saved data available on a Memory Card (8MB) for PlayStation®2). When you have selected, press the ⊗ button to begin playing.

You can also adjust the Vibration Function of your DUALSHOCK®2 analog controller. Select VIBRATION from the Main Menu and press the ⊗ button. Next, select from ON or OFF.

SAVING AND LOADING GAME DATA

In order to save game data, you must use a Memory Card (8MB) for PlayStation®2. Press the △ button at a save point and select SAVE from the Command Menu screen, under the "Data" column. Choose a Memory Card (8MB) for PlayStation®2 and a file to save to using the directional buttons. Confirm your save command by pressing the ⊗ button to complete the operation.

To load game data, select LOAD from the "Data" column of the Command Menu screen. Select the file you want to load with the directional buttons and confirm by pressing the ⊗ button to load the saved file.

PLAYER ATTRIBUTES

BASIC FIGHTING

Shadow Hearts™ is a game of myth, magic and the macabre. As the story unfolds, you will find yourself facing off against a variety of powerful and unearthly enemies. In order to finish the game, you will have to rely not only on your physical powers, but your supernatural powers as well. Shadow Hearts™ is a "turn based" game. This means that when in battle, each character (or monster) on-screen will get a chance (turn) to attack or defend. Each character thereafter will receive their turn and so on. The battle will continue until one side has won the fight.

HP (HIT POINTS)

Each character (or monster) will have a number which represents their Hit Points, which in turn, represents the amount of life in that character. When in a battle, if a character (or monster) loses all of their HP, they will die.

MP (MAGIC POINTS)

A player's ability to use magic is determined by Magic Points (MP). These points allow for a player to cast spells (offensive and defensive) and perform other magical feats. Once a player's MP runs out, they will lose their magical powers.

SP (SANITY POINTS)

Fighting monsters pushes one's mental state to its limit. Long battles affect the mind as well as the body. The longer the battle, the more evil energy you receive from the monsters. Characters with weak spirit can lose their sanity if they receive too much evil energy. SP (Sanity Points) shows the mental strength of a character and are displayed at the far right adjacent to HP and MP. When this number reaches 0, the character loses his or her sanity and goes "berserk." The main character also spends SP when they fuse with a monster. You can tell by the large SP consumption that fusion is very hard on the spirit.

DURING A BATTLE

During the game, you will face countless enemies. These vile monsters come in many forms, some weak while others strong. When you are attacked during the game, the screen will flash and twist. After this happens, get ready to fight. In order to win in battle, you must know what to do.

The camera will rotate and show you the enemies you will be facing. Take note of which one you think may be the strongest or the weakest, as this may help you in the upcoming battle. After each character (or monster) has been shown, it is then time to begin the battle.

STEP 1: THE ACTION MENU

The Action Menu is where you will make your decision on what to do in the battle. Move the cursor next to the sub-menu you wish to access and then press the ⊗ button. To cancel your command, press the △ button.

ATTACK

This is your basic physical attack. After choosing to attack, you will choose the enemy you want to target. Move the cursor over the desired enemy and press the ⊗ button to begin your move. After you have pressed the ⊗ button, you cannot cancel the command.

FUSION (OR SECOND ITEM)

Use your Sanity Points to morph into a powerful beast. This "fusion" of man and monster will cost you valuable Sanity Points, but will make your attacks even stronger. After you have pressed the ⊗ button, you will be able to select the form you wish to take. Select one (there may be times when only one is available) and press the ⊗ button again to activate the fusion.

DURING A BATTLE

While FUSION is a power which Yuri possesses, this second item in the Action Menu is unique for each character. For example, Alice's second item in the Action Menu is WHITE MAGIC. Each usable character will have a specific action they can perform, which gives way to even more actions.

ITEM

Items are collected throughout the game and can be used for many different reasons. Some are attack-based and others are defensive, such as healing an injured character. After selecting an item, select the character on-screen that you want to use the item on and press the ⊗ button. Remember that if you are using a healing item (such as the Thera Leaf), use it on one of your characters! You may just help an enemy without knowing it.

DEFEND

If you choose to defend, your character's turn in battle will show them covering themselves for an attack. Choosing to defend doesn't mean you won't take damage, you just won't take as much as if you didn't defend yourself.

NOTE: When in battle, look at the bottom of the screen when you are choosing an attack or defense. The text that appears will give you a description of what the highlighted item/action does.

Now that you have learned about the Action Menu, it's time to learn about the Judgment Ring...

THE JUDGMENT RING

The actions of each character (that you control) are determined by the Judgment Ring. This powerful symbol reflects one's chances of performing a task, whether it be as calculated as an attack or as simple as opening a gate. Either way, when it comes to using the Judgment Ring, timing IS everything!

When it comes time to use the Judgment Ring, sections of the ring will be highlighted. The object of using the Judgment Ring is to stop the cursor in the highlighted areas by pressing the ⊗ button. As the meter spins around the ring, press the ⊗ button as many times as there are highlighted areas to complete your action. The closer you can get the meter to the outside edge of a highlighted area, the better your action will be. This is very difficult to do, but will be extremely useful in a fight. Also, if you are in a fight make sure you check the meter in the first area, as this will give you at least one attack. If you don't check the first area, you will not be able to launch an attack.

The ring is different for each character and task. Make sure you know where to check the meter based upon the task you are trying to accomplish. It's difficult, but with a little practice you'll have no trouble.

THE COMMAND MENU

When you are not in battle, you can access the Command Menu by pressing the ▣ button. The Command Menu is packed with tons of information in case you find yourself lost in the game. While it won't give you hints about what to do, the Command Menu acts as an in-game instruction manual as well as an inventory control menu that you will be able to use to your advantage.

You can navigate through the Command Menu by using the Left analog stick or directional buttons to highlight items. Press the ⊗ button to access the item. Pay attention to the NOTE bar at the bottom of the screen. This will tell you what each item does. Press the L1 button or R1 button to turn the pages of the Command Menu.

THE CHARACTERS

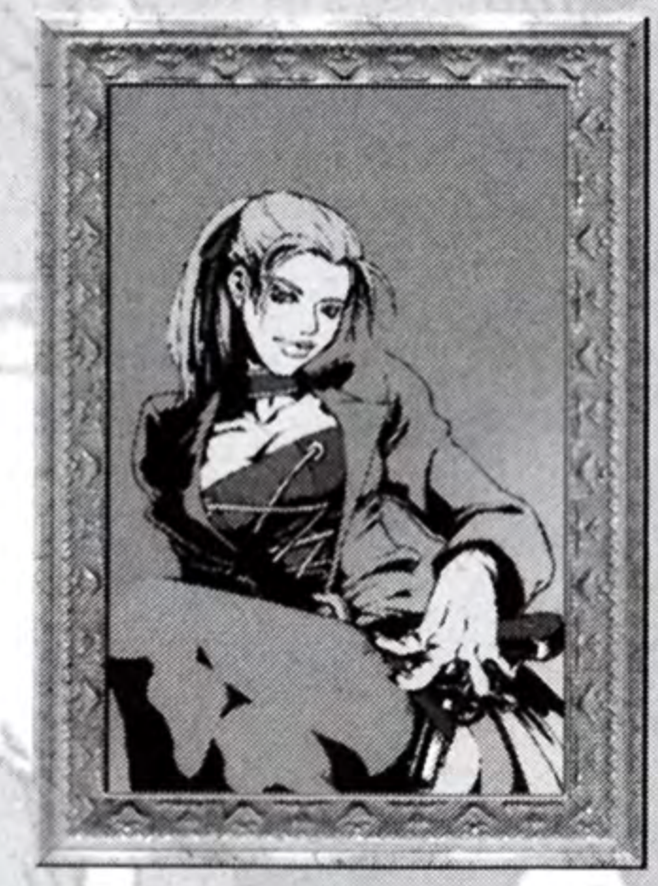
Yuri Hyuga
Age: 24 Class: Darkness
Born in 1890 to a Japanese father and a Russian mother, Yuri's birthplace is unknown. In his youth, he moved throughout China, going wherever his father's military assignments took them. Both of his parents died when he was 10 years old. Yuri's fusion ability awakened at the moment of their death and he has been a harmonixer ever since. He is searching for the owner of a mysterious voice, which guides him during this story.

Alice Elliot
Age: 20 Class: Light
Raised in London, Alice began to hear supernatural voices at a young age and became an exorcist, helping her father perform exorcisms. Now, people of influence want to capture her and use her power for their own purposes. She is shy and introverted at first, but her perky personality returns as she embarks on her journey with Yuri.

Roger Bacon
Age: ? Class: Darkness
This mysterious English gentleman is hunting Alice for reasons not yet clear. His good-natured façade belies a cruel personality. He is pure evil and uses his powerful ancient magic to accomplish his sinister deeds.

THE CHARACTERS

Zhuzhen Liu
Age: Over 60 Class: Fire
This wise sage is deft in the ways of Yin and Yang and Feng Shui. He hints at some past connection with Yuri and Bacon.



Margarete G. Zelle
Age: ? Class: Water
She is a world famous spy. She meets Yuri and Alice by chance and decides to tag along on their journey.

Keith Valentine
Age: About 400 Class: Earth
He is the lord of an eastern European castle. Bored of sleeping his life away at the castle, Keith decides to join Yuri and Alice's journey.

GLOSSARY

The Graveyard

The Graveyard is the resting place of souls and plays a crucial role in Yuri's special ability of fusion. He can swallow up monsters into his conciousness and take their form to use their abilities. The ability to control a monster's ability may seem convenient, but the user carries a risk of having their conciousness being taken over by it. Yuri acquires his Fusion Monsters in the graveyard. The tombstones begin to glow when Yuri defeats enough monsters to accumulate sufficient Soul. Check the glowing tombstone - a monster of a certain class will appear. Fight these monsters and defeat them to acquire their form.

Exorcist

Exorcists expel evil spirits from the possessed. Everywhere in the world, some form of an exorcising ritual exists. As a Christian exorcist, Alice possesses the power to perform this ritual. An exorcist also has the power to hear supernatural voices. Alice can neutralize these voices and evil spirits with White Magic. On the downside, others can use her power to summon a powerful, evil spirit. The struggle to acquire her power brings on a great disaster.

Malice

In any RPG (role-playing game), your ability rises as you defeat enemies. What, then, happens to the souls of the defeated? Malice is the vengeance of monsters killed in battle. By defeating monsters, Yuri earns the energy to raise his abilities but he also earns malice energy. He must clear out the accumulated malice at some point. The only place to clear the accumulated malice is in the graveyard. One who can neutralize the vengeance of the slain is the true hero.

GLOSSARY

The Reaper

When "Malice" accumulates beyond a certain capacity, the reaper appears. The reaper assumes the form of the one Yuri fears the most and attacks him. The defeated monsters' wish is to instill fear into Yuri's heart - that is the curse of the "masked monster." Will Yuri remain in fear of his worst enemy or will he defeat it? Only you, the player can decide his fate.

Yin & Yang and Feng Shui

The term Feng Shui originated in the ancient Chinese "Book of Burial." Its philosophy is based on Five Material Agents. Yin and Yang and the Five Material Agents are both Chinese universal explanatory principles. The essential principle of Yin and Yang is that the universe consists of two opposing elements, the Yin and the Yang. Heaven and earth, right and wrong, man and woman, light and darkness - these opposing forces work to cancel each other out and maintain balance. The Five Material Agents principle is based on the principle that the universe consists of five materials: wood, fire, earth, metal and water. There is also Ayurveda, which identifies earth, water, fire, wind and sky as the five elements that make up the universe. Of the five, earth, fire and sky represent the ground, the sun and the universe. Wind and water chooses the "chi" emitted from these three spaces. This principle is said to be the origin of Feng Shui. Shadow Hearts™ combines elements of Chinese sage arts and western concepts of good and evil to make up a unique world of mysticism.

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CREDITS

STAFF

SCENARIO WRITER - Matsuzo Itakura

CHARACTER DESIGN - Miyako Kato

PROGRAM DIRECTOR - Izumi Hamamoto

OPENING MOVIE SECTION

MOVIE DESIGN CHIEF - Hiroshi Nagano

MOVIE DESIGN - Yoshihiro Yamamoto & Toshiaki Kawada

MOVIE EDIT - Yuka Saito

FIELD SECTION

BACKGROUND DESIGN - Ayumu Kuboya, Naoki Kojima, Kousuke Takada,
Shiori Matsubara, Kazuna Mikamoto & Seiji Tokizawa

FIELD PROGRAMMING

Yoshihiro Kuroiwa

EVENT SECTION

EVENT PLAN - Yuuki Sukekuni, Noriko Shinbo,
Akira Harada, Toru Bando & Yuko Sakamoto

SCRIPT MANAGER - Katsuyoshi Uno

EVENT PROGRAMMING - Takashi Sugimoto

BATTLE SECTION

BATTLE PLAN - Takehiro Ishida & Shingo Murakami

BATTLE STAGE DESIGN - Rie Wada & Toshiyuki Terada

BATTLE PROGRAMMING - Nobuyuki Yanagisawa

MODEL SECTION

MONSTER DESIGN CHIEF - Makoto Nagayoshi

MONSTER DESIGN - Minoru Saegusa & Hiroko Ito

3D CHARACTER DESIGN - Yoshihiro Ogawa

MODEL PROGRAMMING - Takaaki Ishikawa

MOTION SECTION

MOTION DESIGN CHIEF - Takeshi Toyoda

MOTION DESIGN - Fumiyo Tanaka & Isao Takeuchi

SOUND SECTION

COMPOSER - Yoshitaka Hirota & Yasunori Mitsuda

SOUND EFFECTS - Junya Kuroda, Masakatsu Tamura & Yukiko Togashi

SOUND MANIPULATORS - Masaharu Iwata, Ryo Fukuda & Jin Watanabe

SOUND PROGRAMMING - Hidenori Suzuki & Hirokazu Kobayashi

CREDITS

FOREST ENTERTAINMENT INC.

EFFECTS GRAPHICS - Nao Sasaki & Eishu Takamura

EFFECTS PROGRAMMING - Riki Inoue, Tsuyoshi Hasegawa & Takeo Fujii

MONITOR SECTION

DEBUG LEADER - Akihiro Ichikawa

Tomoko Ogawa, Shinichi Sonoda, Kazuyuki Fujii, Hitoshi Tanaka, Akiyoshi Kontani, Yuta Saito, Masafumi Seya, Tomonori Koizumi, Kazuhiro Kikuchi, Kouki Nakadai, Masatomo Nakano, Tomoko Oyama, Suguru Yokoyama, Takeshi Hagiwara, Takeshi Mayumi, Emiko Nakamura, Gakuro Ohkoshi & Shinya Tomii

ADMINISTRATION

Shoko Maruyama, Minoru Makino, Masumi Okazaki & Sachiko Yoshitomi

DIGITAL MEDIA LAB.

PRODUCER - Makoto Fukushima

DIRECTOR - Izumi Obata

MANAGER - Atsushi Morita

ANIMATORS - Nozomi Sanada, Takayuki Higurashi, Kenji Isobe, Syuuichi Murata, Miho Obara, Youichi Iwata, Takako Oobuchi, Satoshi Maruyama, Yukiko Isobe, Yasuhiro Nishimura, Akira Watanabe & Hiroshi Yamamoto

PROGRAMMERS - Junichi Hirose & Ryo Matsubara

SHADOW ENTERTAINMENT INC.

PRODUCER - Haruhisa Shinzaki

DESIGNERS - Takashi Iijima & Masahide Suwabe

SIS WORKS CO., LTD.

Keiichi Shiraishi & Kunio Iwai

RISE SPIRIT CO., LTD.

Tomohiro Nishimura

HYPER SONIC CO., LTD.

Kazuharu Nagumo

SUPPORTING STAFF

Aruze Corp., Asako Oikawa, Yoshiaki Kono, Yuichi Kobayashi, Nobuo Yaegashi, Masato Kamimura & Yasuhiro Numata

FOREST ENTERTAINMENT INC.

Keizo Kokubo

E. BEANS CO., LTD.

Tokiko Fujimoto

CREEK & RIVER CO., LTD.

Nobuyuki Nishida

PAON CO., LTD.

Hozumi Yoshida

Tatsuya Watanabe

FUNKY CORPORATION

Kazuya Aya & Tomoko Nishibe

CREDITS

MIDWAY GAMES INC.

PRODUCER - Brian Lowe

ASSOCIATE PRODUCER - Jeremy Airey

ASSISTANT PRODUCERS - Darren Walker & Devin Shatsky

PRINT DESIGN & PRODUCTION - Midway Creative Services, San Diego

VP, MARKETING - Helene Sheeler

DIRECTOR, ENTERTAINMENT MARKETING - Lawrence Smith

PRODUCT MANAGER - Patrick Dillon

DIRECTOR, PUBLIC RELATIONS - Marci Ditter

PUBLIC RELATIONS MANAGER - Jay Boor

PRESIDENT, BUSINESS DEVELOPMENT - Mark Beaumont

VP, BUSINESS DEVELOPMENT - Lee Jacobson

TESTING MANAGER - Hans Lo

TESTING SUPERVISOR - Dan Wagner

LEAD TESTER - Jason O'Brien

PRODUCT ANALYSTS - John Kaiser III, Brady Mercy, Seher Basak, Jeff Schmidt, Annabel Treshansky, Eljin Whitehead, Nick Munford & Travis Zander

TECHNICAL STANDARDS ANALYSTS - Zak McClendon & Ray Mitchell

SPECIAL THANKS - Melani Windham, Paula Cook, Tom Taylor, Doris Lynch, Ron Ludlow, Misa Miyahara, May Cam, Gary Gonzales, Chris Mowry, David Tokheim, Dawson Vosburg, Deborah Fulton, Rob Gustafson, Mike Burke, Horizon Media, Jared Hamiter, Elisa Mathez, Ben Rubright & Mary Tierney

CREDITS

LOCALIZATION

WORDBOX, INC.

VOICE ACTING - Eric Stuart, James Carter Cathcart,
Wayne Grayson, Veronica Taylor,
Maddie Blaustein, Scott Rayow & Ted Lewis

STUDIOS

TAJ PRODUCTIONS, ARUZE CORP.,
Hisao Ando & Mitsuaki Ohno

SACNOTH CO., LTD.
Hajime Tatsuta

KEIZ & CO., INC.
Yukihiko Kono & Akino Soshiroda

ADD CORP.
Taku Nishida & Yasuyuki Uchima

IMAGE SONG
(Shadow Hearts™)

WORDS - James H. Woan
MUSIC - Yoshitaka Hirota
VOICE - Hiroko Kasahara
GUITAR - Hitoshi Umemura
BASS - Love Devil & Kuruko
DRUMS PERCUSSION - Hidenobu Kalta Otsuki
VOICE - Kyoko Kishikawa

THEME
(SHUUKA)

ERHU PERFORMING - Wei Wei Wuu
PRODUCER - Jun Mihara
EXECUTIVE PRODUCER - Kazuo Okada
DIRECTOR - Matsuzo Itakura

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Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75151-2097
www.midway.com

Midway Customer Support
903 874-5092
10:00am - 6:30pm / Central Time
Monday - Friday
Automated help line open 24 hours a day

MIDWAY
www.midway.com

ARUZE CORP.

MIDWAY HOME ENTERTAINMENT • P.O. Box 2097 • Corsicana, TX 75151-2097

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